Ahmet İlten

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Education

New York University — September 2020 - May 2024
Major: Computer Science, Minor: Economics — Bachelor's Degree
GPA: 3.5

Experience

Moira Labs — July 2024 - Present
Founding Software Engineer — New York, NY
🔗 moiralabs.net

- Played a pivotal role in self-publishing *The Lost War*, a multiplayer strategy card game, on the Epic Games Store, achieving 300+ users at launch through foundational server and client development and securing $10K in initial funding.
- Contributed significantly to developing a custom scripting system for card creation, streamlining content development and optimizing server costs on AWS EC2 instances; programmed the initial set of cards and core game rules using this system.
- Built a foundational animation infrastructure in Unity from the ground up, ensuring seamless synchronization with server state for smooth, uninterrupted gameplay and enabling scalable, modular animation integration essential for a fully functional client experience.
- Developed a comprehensive command-line interface (CLI) and logging infrastructure using C# on the .NET platform, which enabled backend testing 8 weeks ahead of schedule and allowed comprehensive gameplay testing independent of the client interface.
- Led weekly play-testing sessions with over 200 testers, enhancing onboarding by creating a tutorial and tooltip system based on feedback, resulting in a 200% increase in number of players understanding of core game mechanics after one session.
- Ensured 100% match availability during non-peak hours by implementing game bots—AI agents that simulate real players—to provide a consistent gameplay experience.
- Advocated for and implemented Scrum methodology, enabling rapid iteration cycles and delivering a playable prototype within the first month of development.

Echoes Of Steel — May 2023 - January 2024
Solo Developer
🔗 ahmetilten.com/portfolio/echoes-of-steel/

- Engineered, designed and self-published Echoes of Steel, a 3D third-person shooter available on Steam, garnering an 70%+ positive rating and positive reception as a solo developer by leveraging foundational skills in C++ and Unreal Engine 5.
- Developed a comprehensive combat system with animation-supported movement, shooting, and reload mechanics, integrating both melee and ranged enemy AI for varied and engaging gameplay across multiple levels.
- Designed and implemented a dynamic inventory management system, enabling seamless weapon swapping, item discarding, and acquisition, significantly enhancing gameplay flow and user experience.
- Established a scalable version control setup using Perforce hosted on a Digital Ocean Droplet, ensuring efficient asset and code management for my developer workflows.
- Created detailed, thematic environments in Unreal Engine 5 that complement gameplay mechanics and narrative, enhancing player immersion and visual appeal.
- Crafted gameplay variety through weapon-based dynamic interactions, enhancing player agency and engagement with a sophisticated balance of melee and ranged combat.

Segmentify — July 2021 – August 2021
Product Management Intern — Istanbul, TR
🔗 segmentify.com

Conducted competitor analyses and collaborated with the product team to develop a product roadmap, providing strategic insights and contributing to MVP requirements for a new e-commerce merchandising feature.

Projects

Dive Deeper — February 2024 - March 2024
🔗 divedeeper.online

- Implemented secure user authentication for a browser-based mobile card game using Python, Flask framework and MongoDB, establishing a reliable system for player accounts and session management.
- Developed the front-end for sign-up and login pages, incorporating seamless redirection to the main game interface post-login to enhance user experience and streamline navigation.
- Organized team development cycles using Agile methodology, tracking sprint progress on GitHub task boards to maintain clear priorities and accountability across each sprint.

Graphics Programming Projects — September 2023 - December 2023
🔗 github.com/iltenahmet/graphics

Completed multiple graphics programming projects as part of the Computer Graphics course at NYU, utilizing JavaScript and WebGL, including a first-person shooter written from scratch without using any game engine, a 3D Ball Bounce Simulation written with custom ray tracing code and a procedural blood texture created within the fragment shader.

Skills

Software Development	Programming Languages	Game Development	Web Development
Git, Github, Perforce, Docker, .NET	C, C++, C#, Python, Javascript, Java, GDScript	Unreal Engine, Unity, Godot, WebGL, GLSL	HTML, CSS, MongoDB, NextJS, React, Zola, Flask